



THE ART OF
Syberia 3
B.H. SOKAL

Syberia 3

B.H. SOKAL

PART 1

CHARACTERS

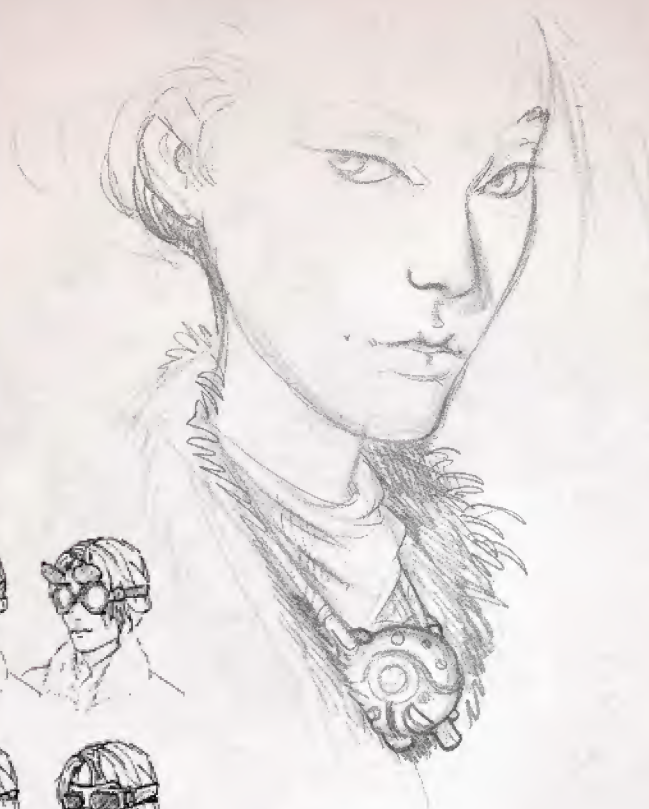
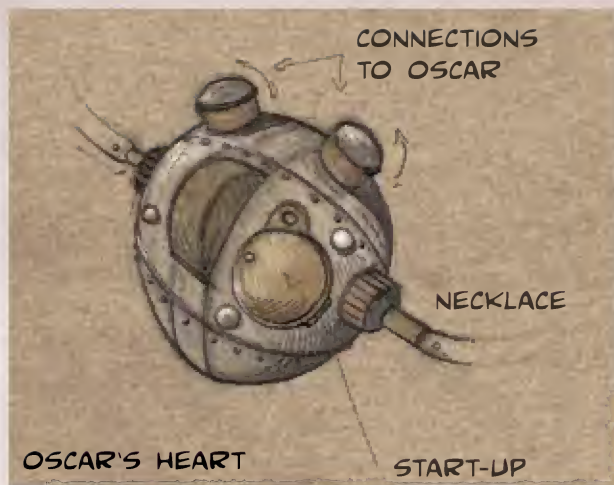
Kate Walker



CLINIC OUTFIT

RIDING A
SNOW OSTRICH





- RADIATION GOGGLES* -



The Youkol people



OWL



AYAWASKA



KURK



Nic Cantin



Simon Steiner



*OH MY GOD, WHERE DID YOU STEAL THIS MISS WALKER?

Captain Obo



Colonel



Other characters

OLGA EFIMOVA



KATERINA



SARAH
STEINER





DR. HELMUT MANGÖLING

Characters



ANTON & LÉON



THE WATCHER

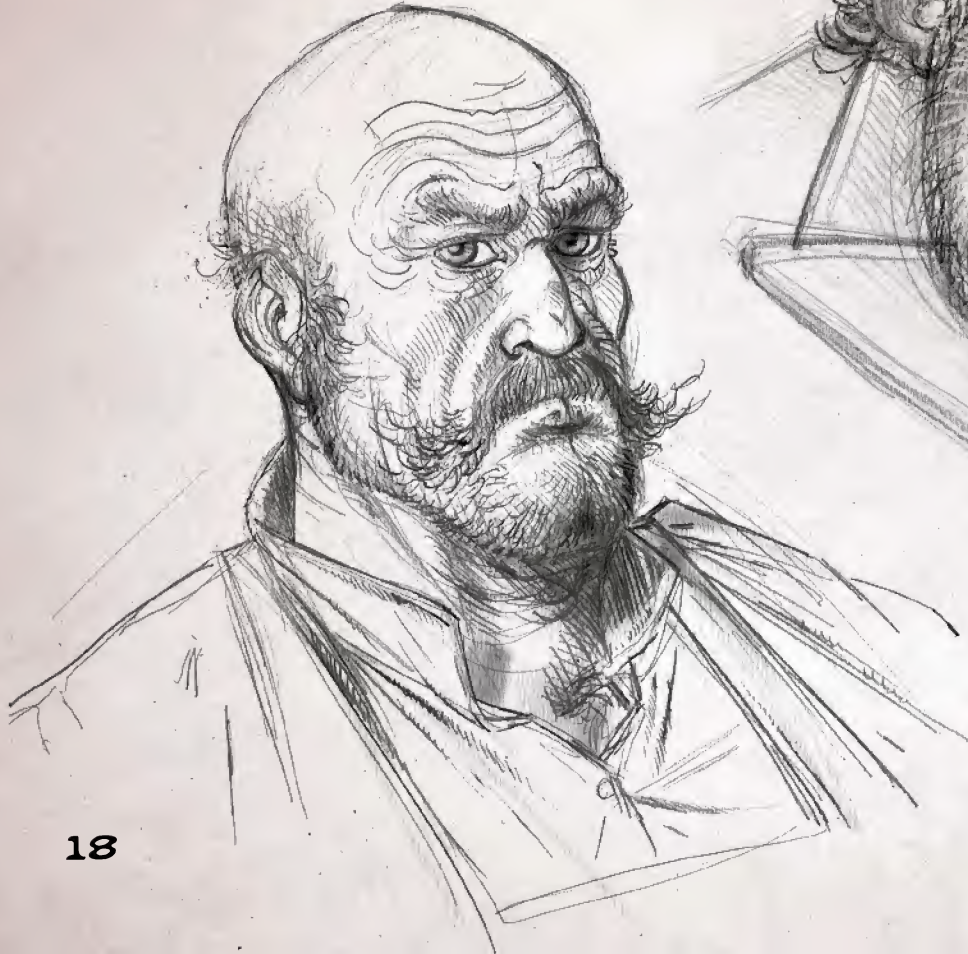


CUSTOM
OFFICER



POLICEMEN

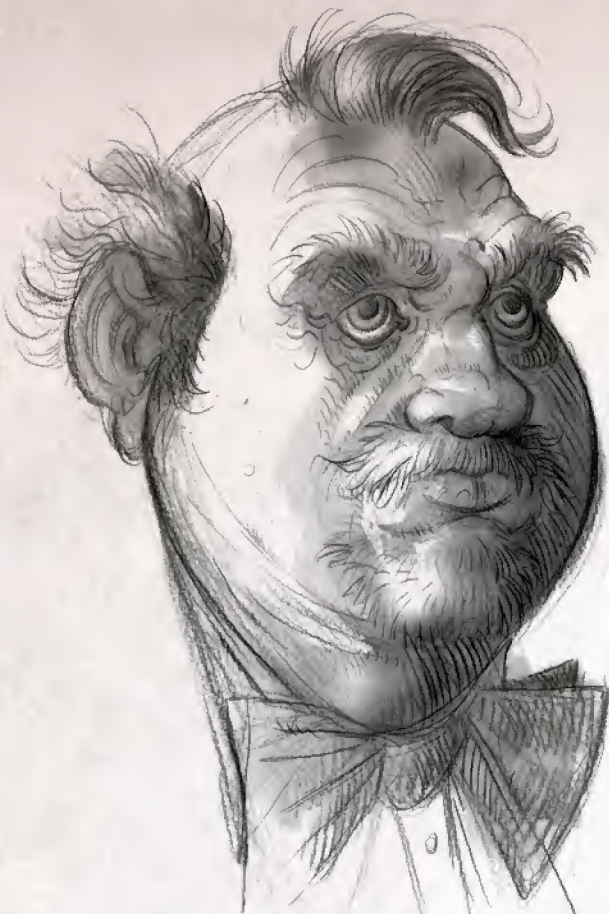
Characters



VLAD



DUNYASHA



DR ZAMIATINE





SNOW OSTRICH



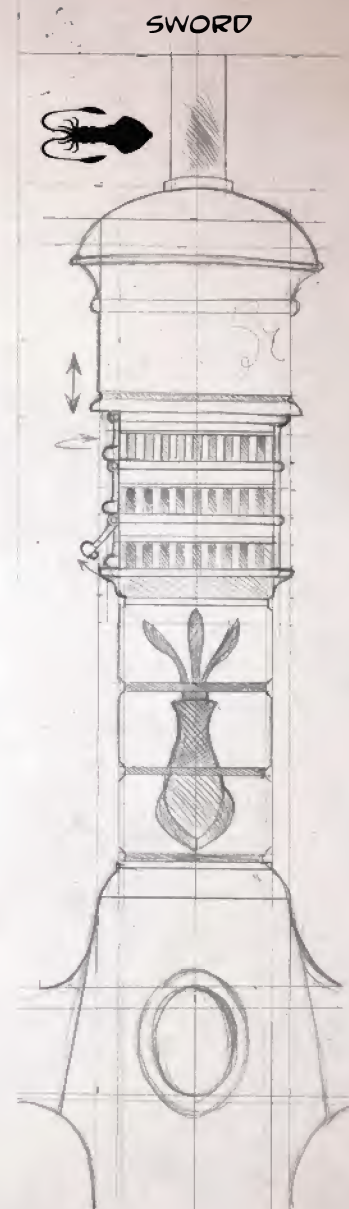
PART 2

ENVIRONMENTS

The clinic

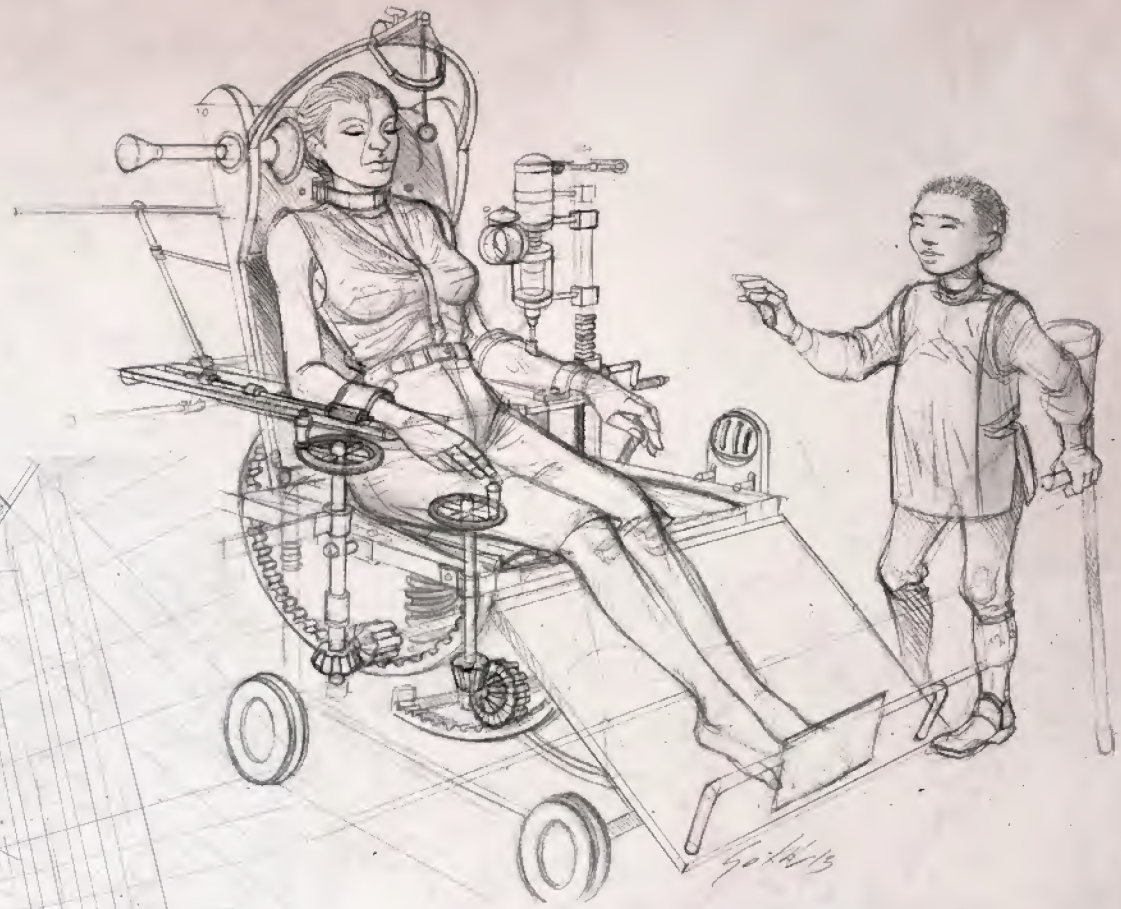
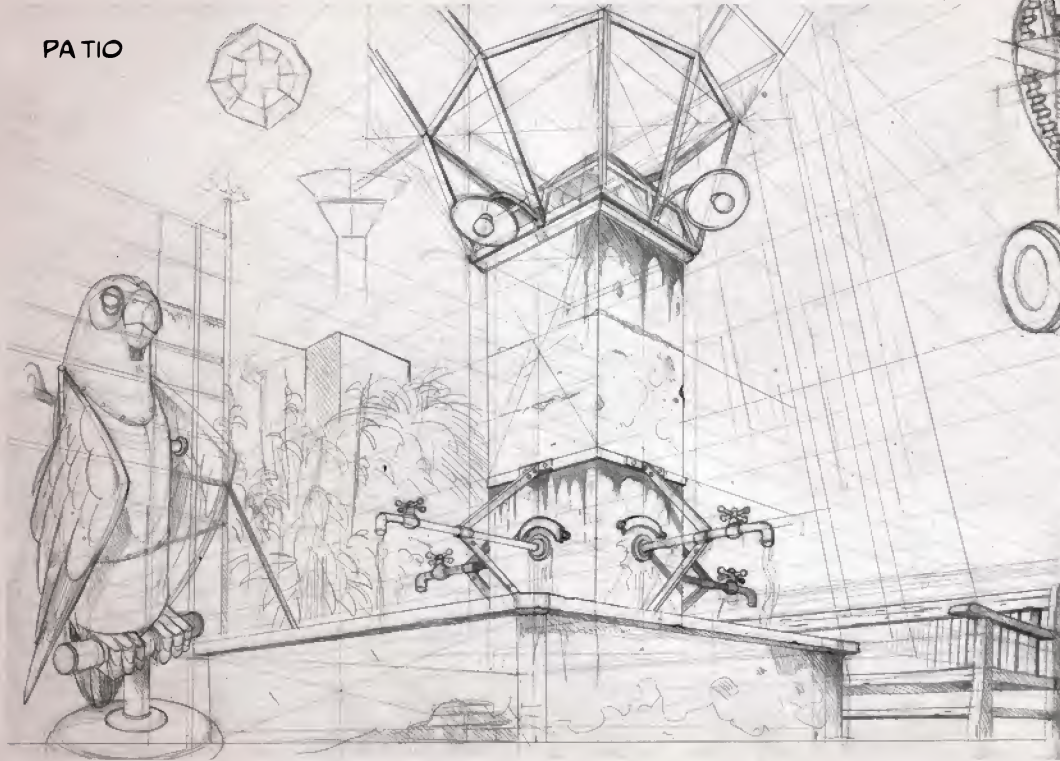
CLINIC ENTRANCE





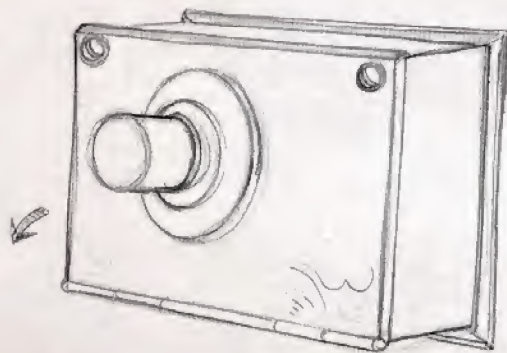
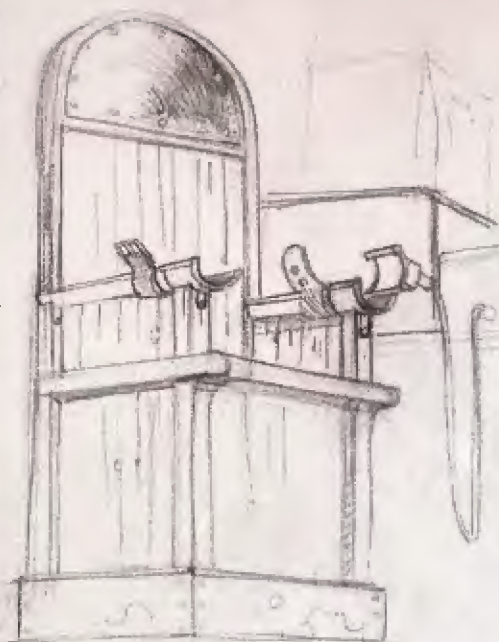
Environments

PATIO

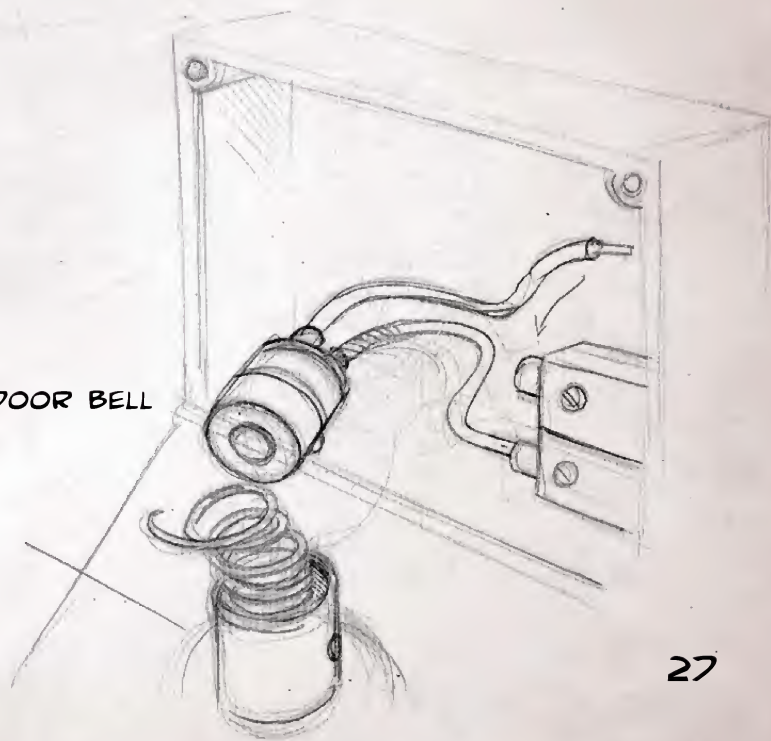


MECHANICAL BED

PSYCHIATRIST'S OFFICE

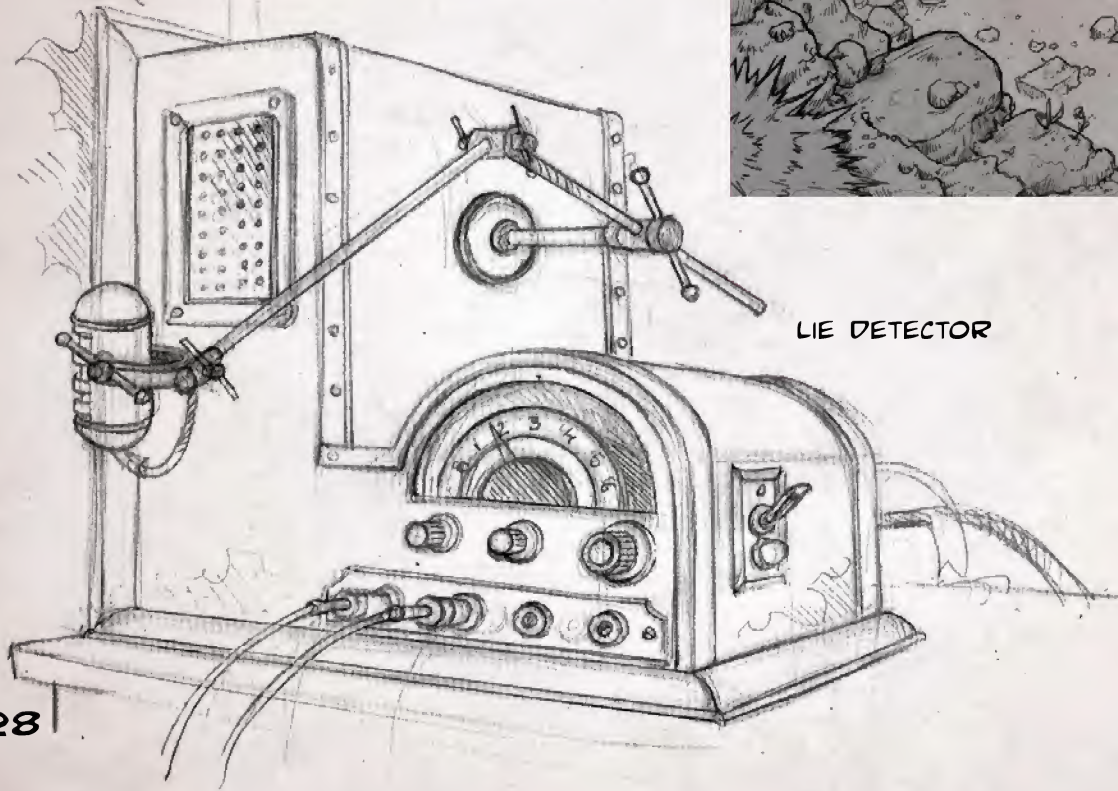
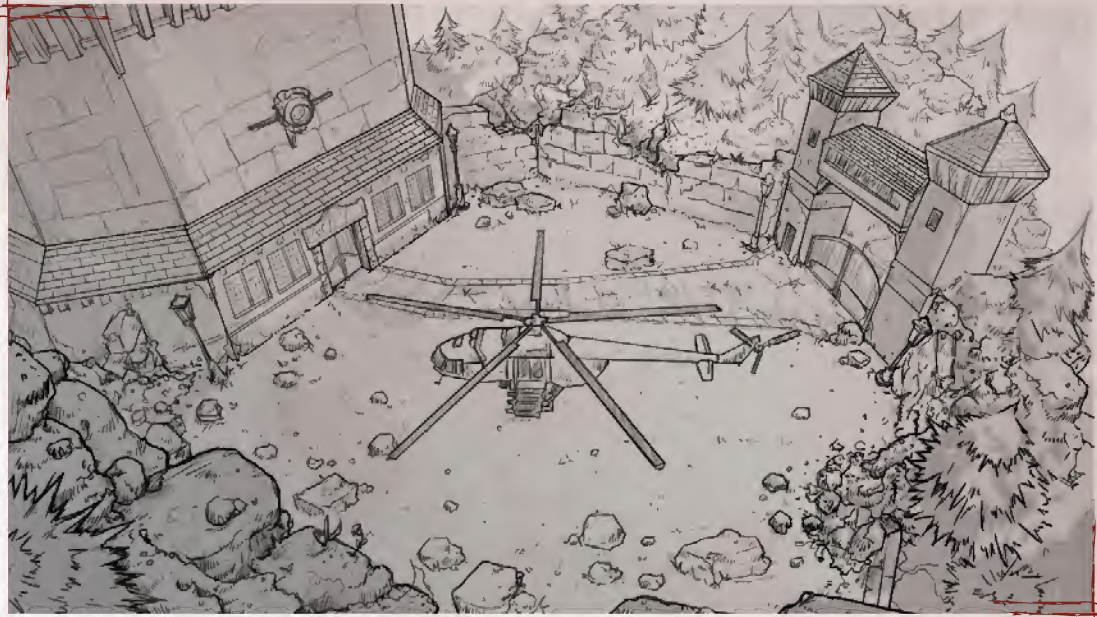


DOOR BELL

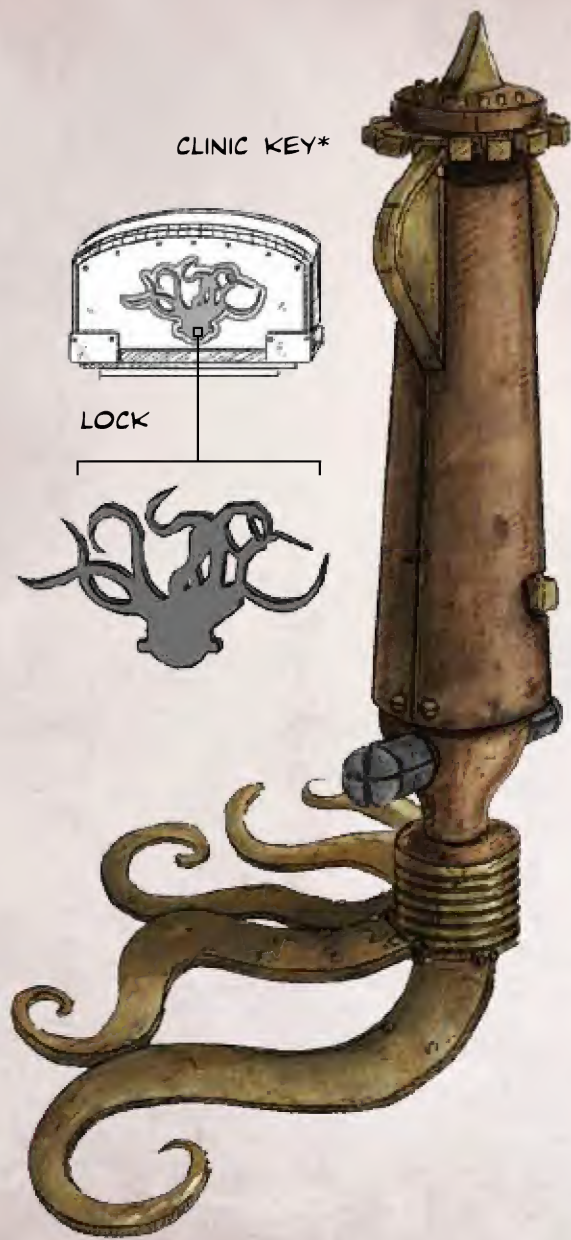


Environments

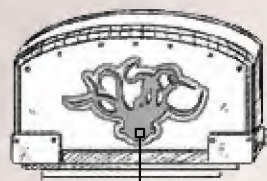
OUTSIDE
THE CLINIC*



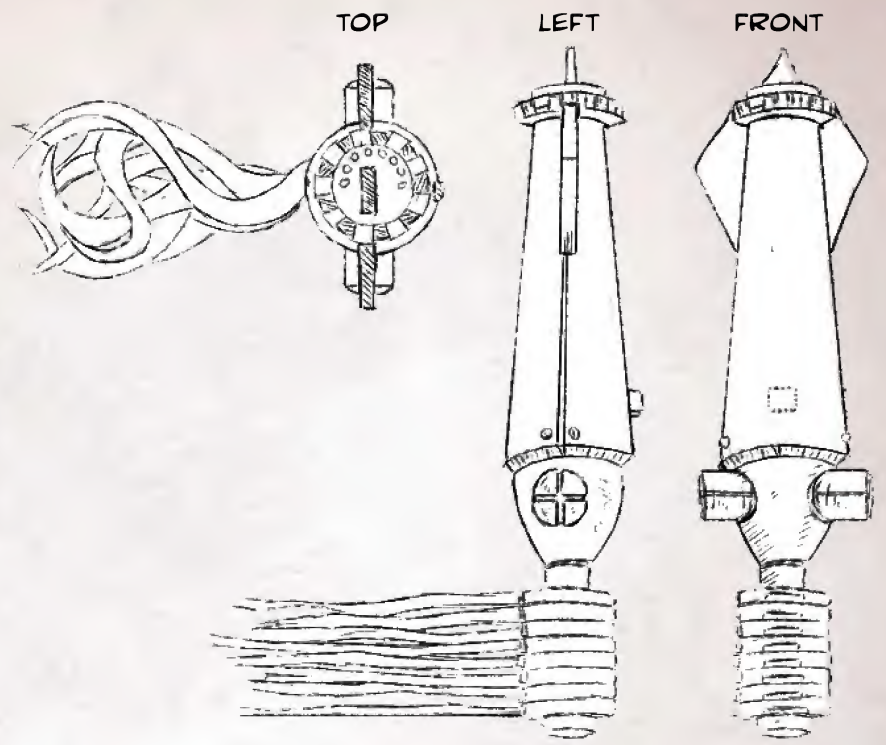
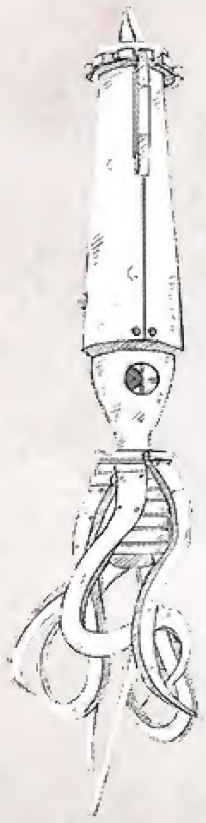
LIE DETECTOR



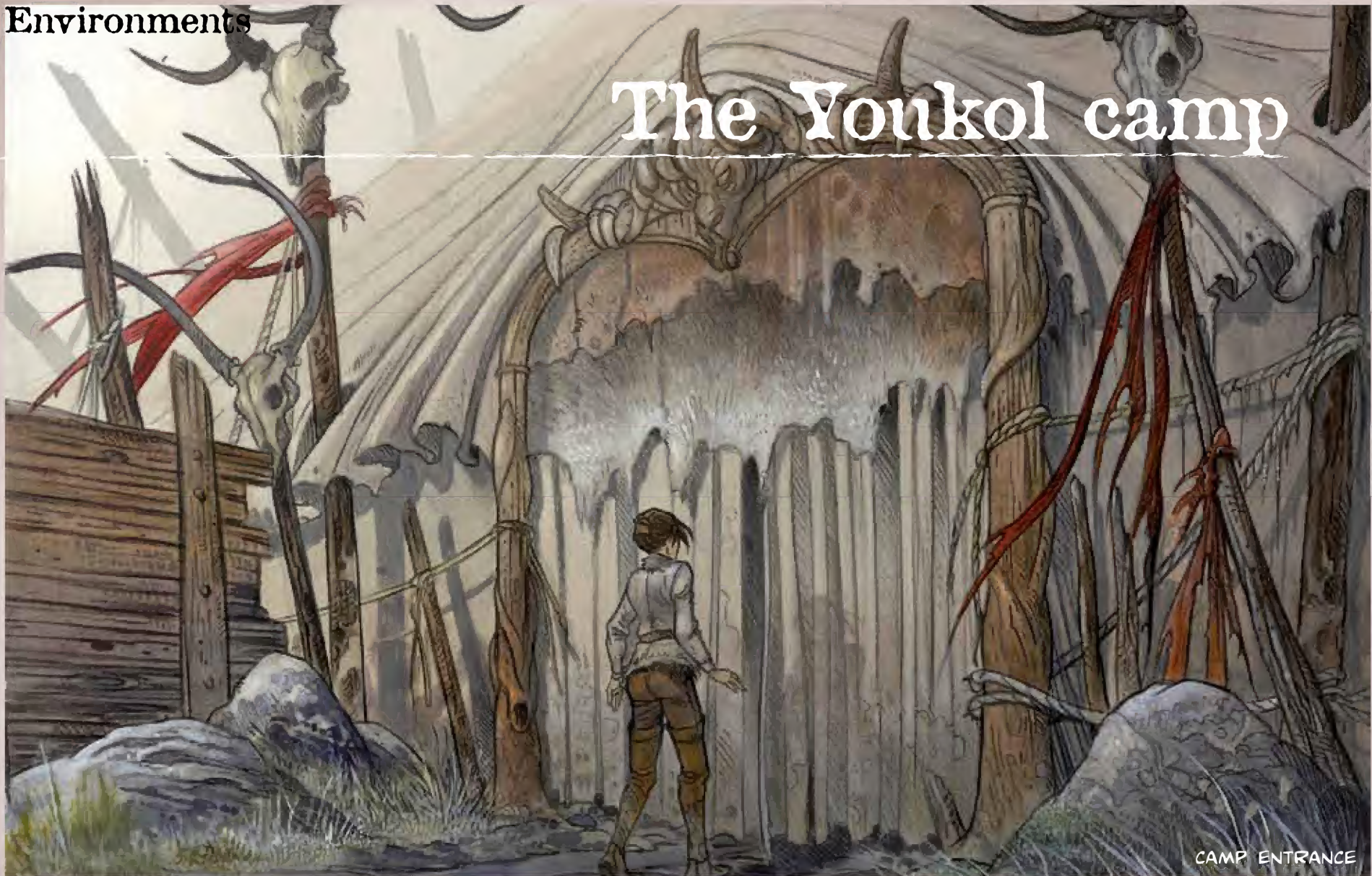
CLINIC KEY*



LOCK



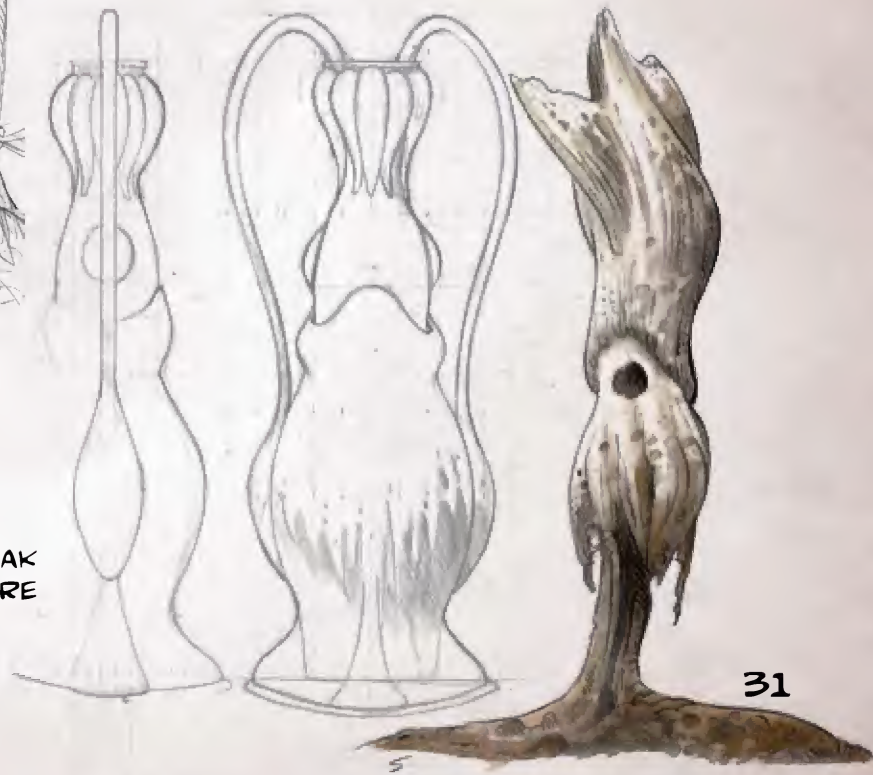
The Youkol camp



CAMP ENTRANCE



QUILAK
SCULPTURE



Environments





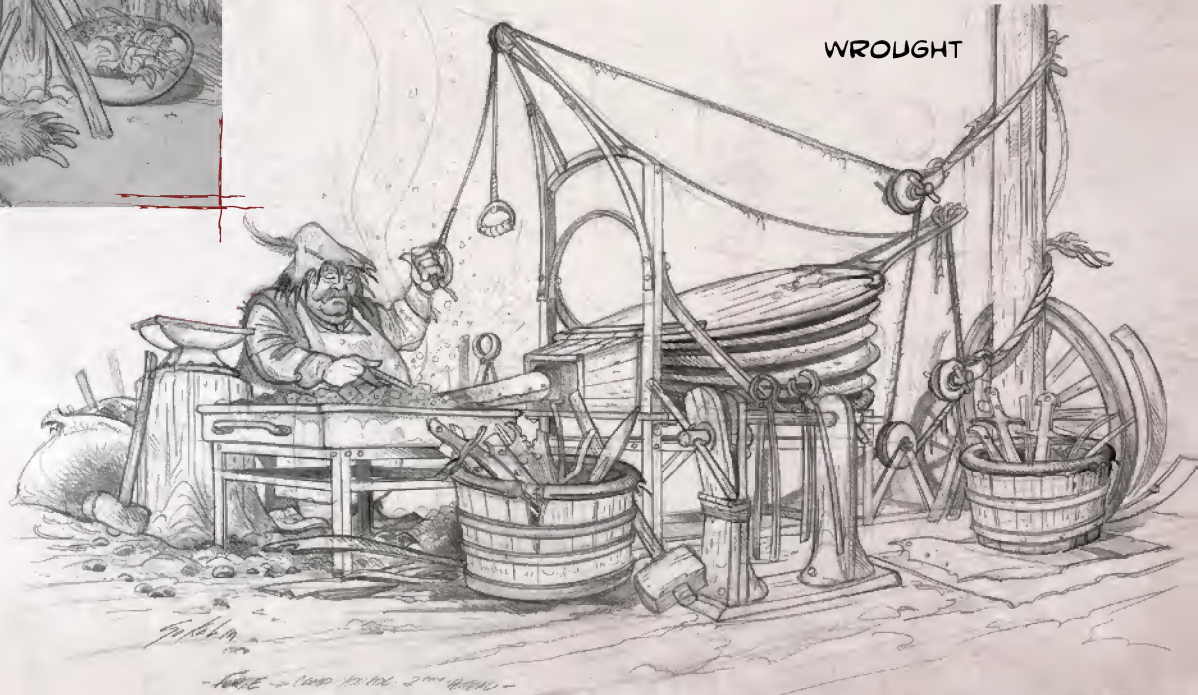
THE SOUK

GOKAL-14

Environments

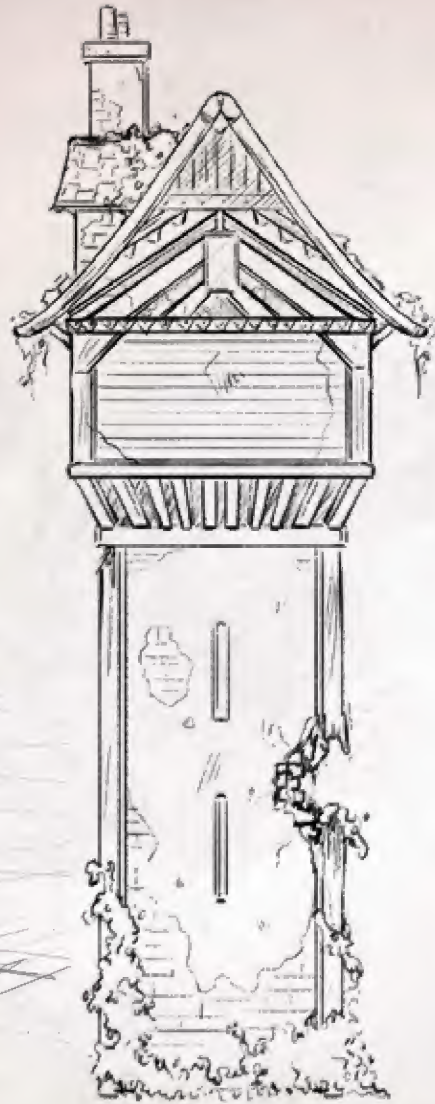


AYAWASKA'S YURT

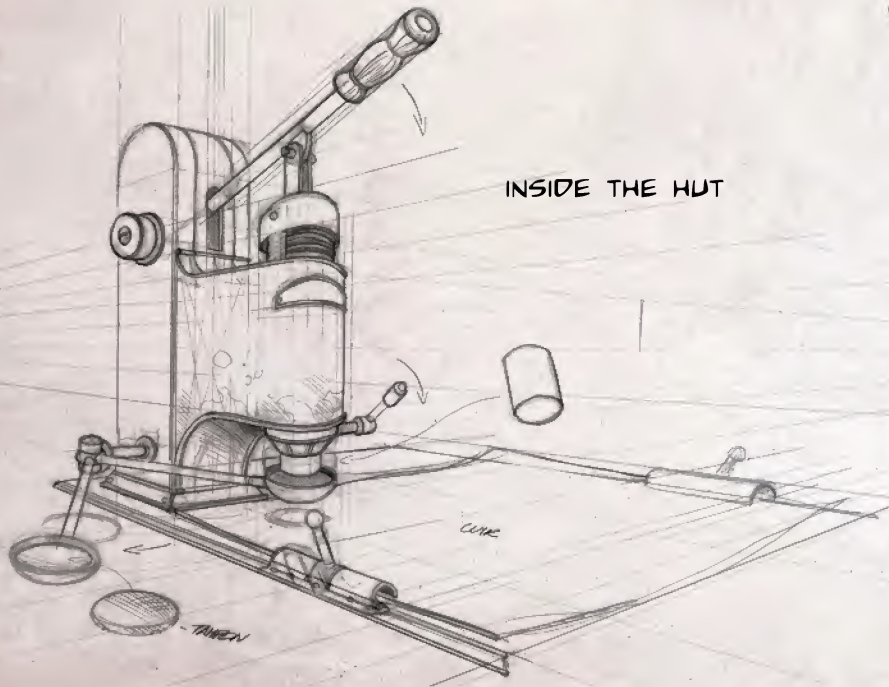


WROUGHT

OLD MILL



INSIDE THE HUT

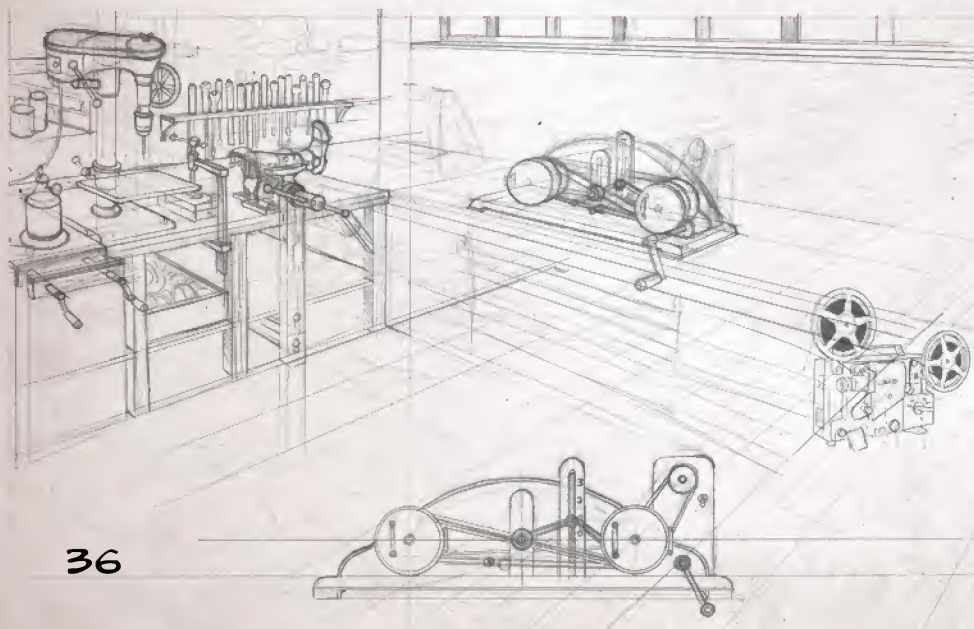


Valsembor

THE TAVERN

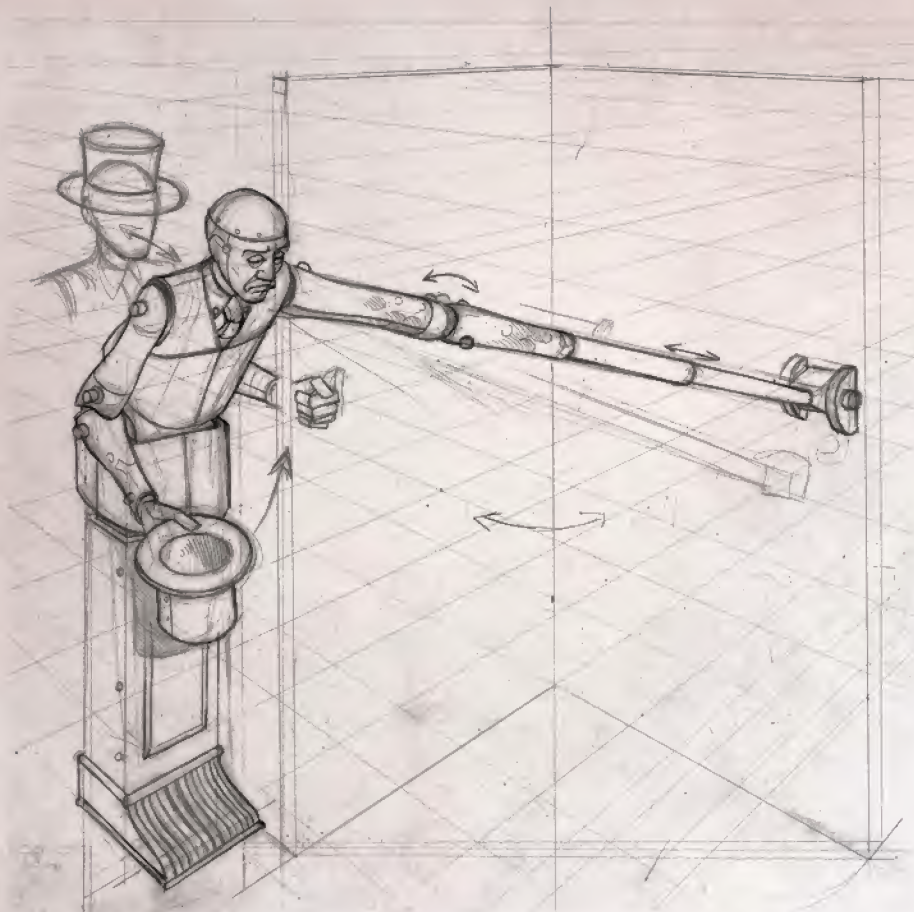


STEINER'S WORKSHOP

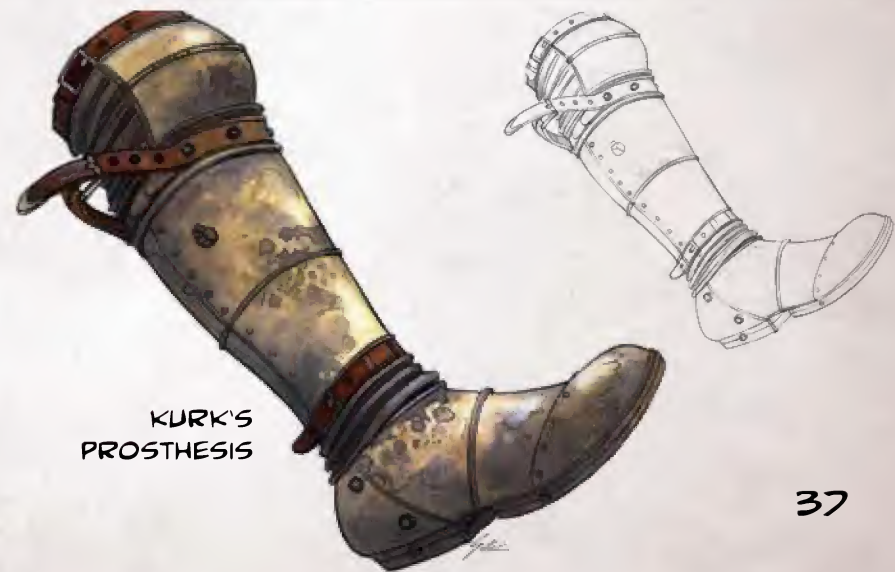
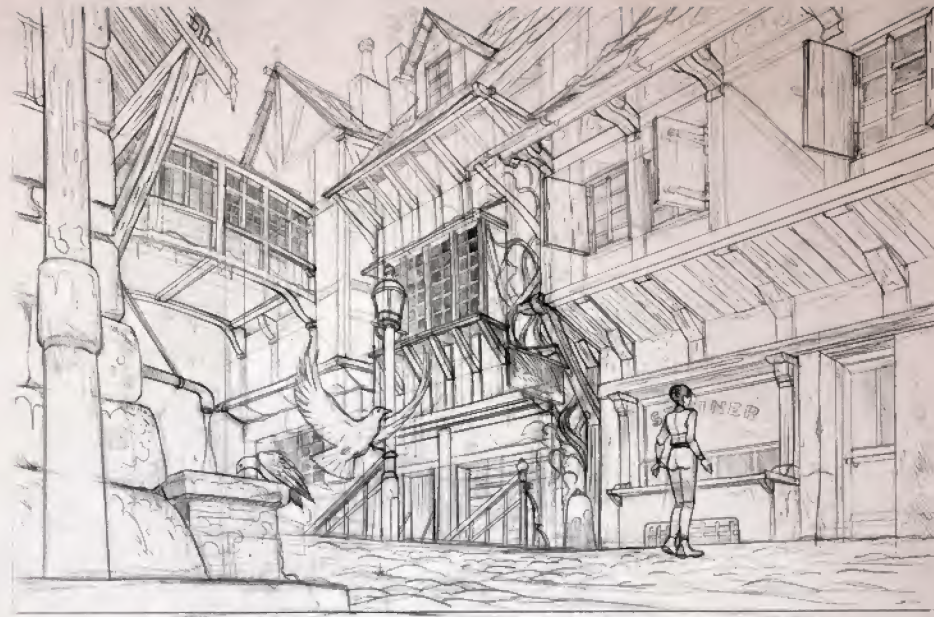


HARBOUR





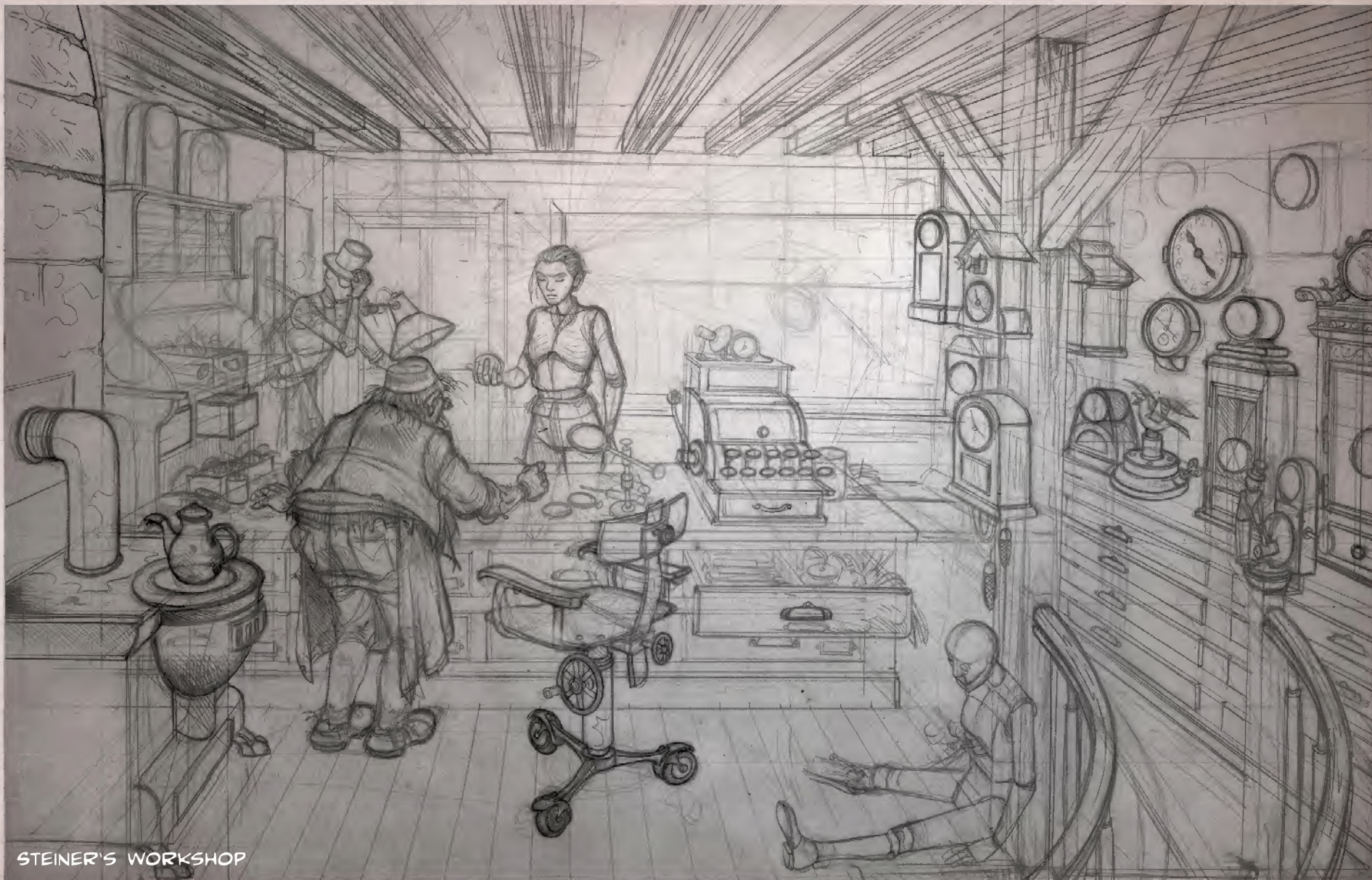
DOOR AUTOMATON



KURK'S
PROSTHESIS

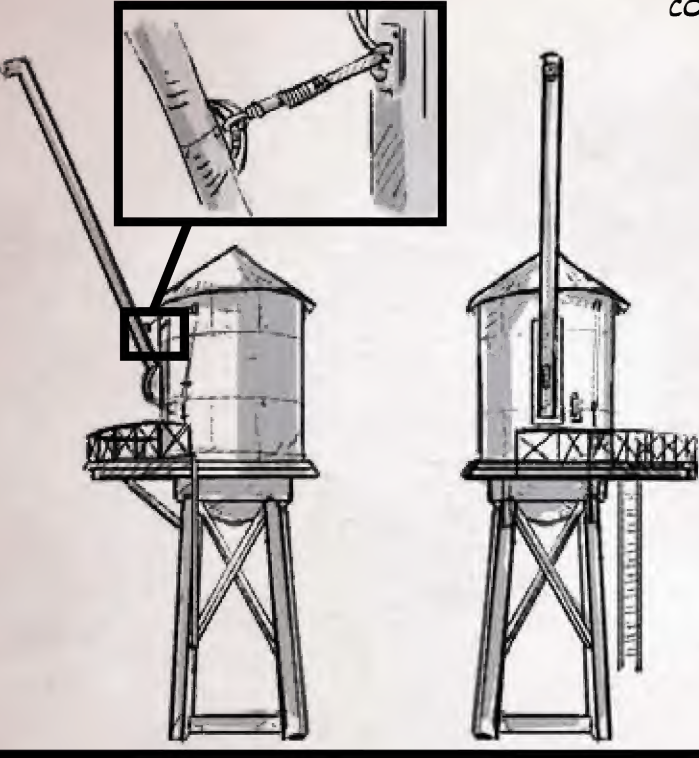
Environments





STEINER'S WORKSHOP

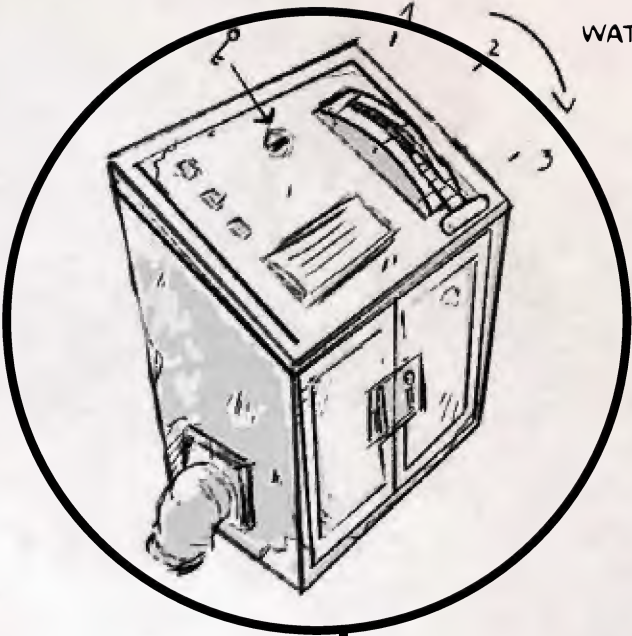
Environments



SIDE

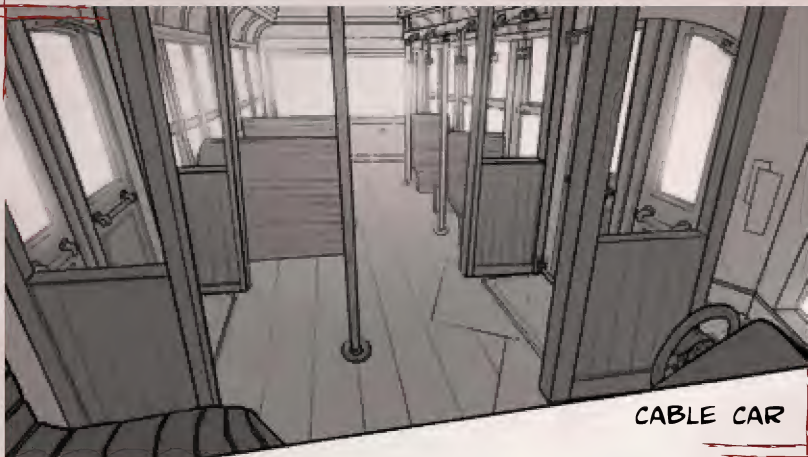
FACE

CONTROL PANEL



WATER TOWER





CABLE CAR



TOWN HALL
SQUARE

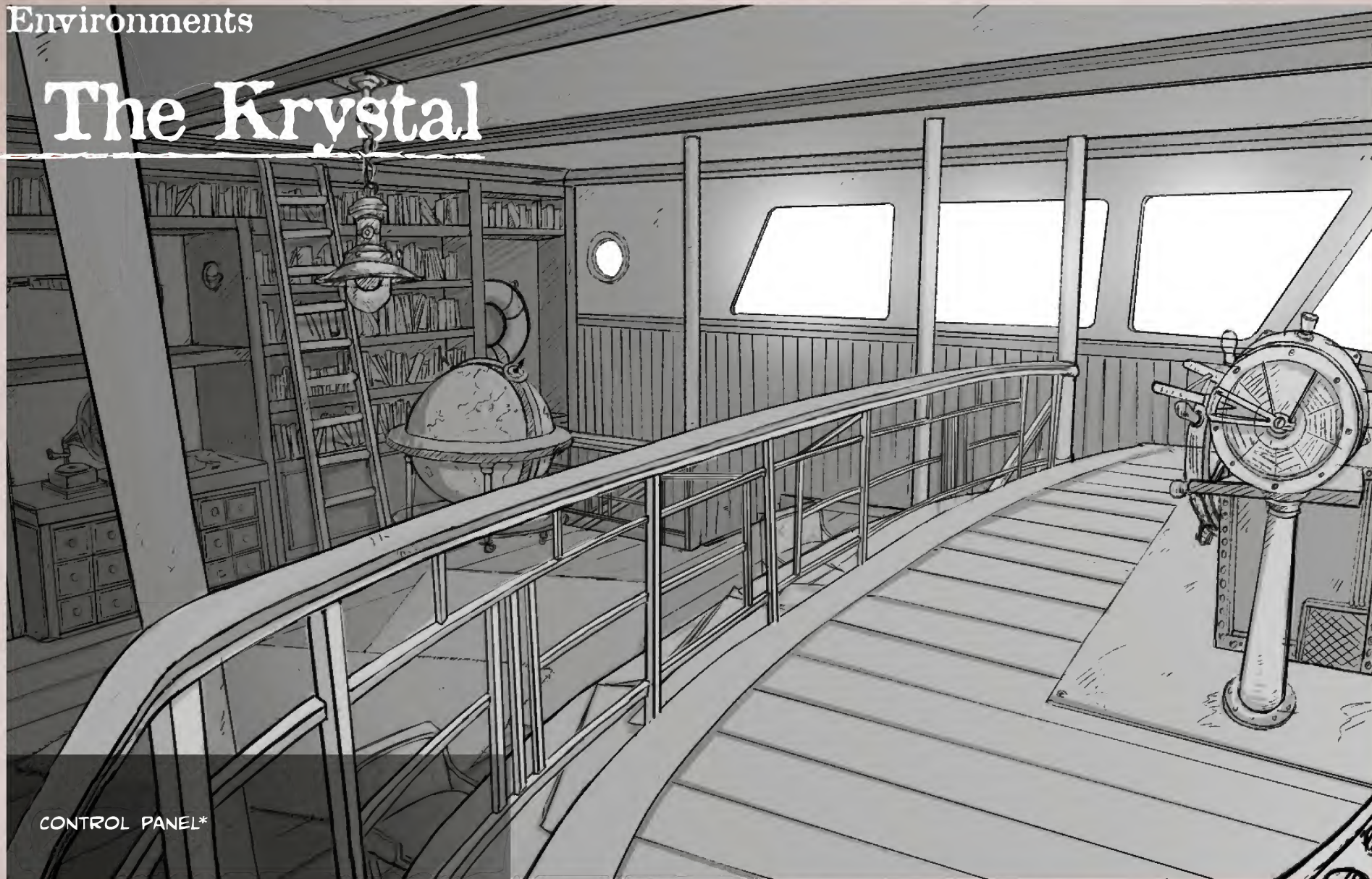


CABLE CAR STATION



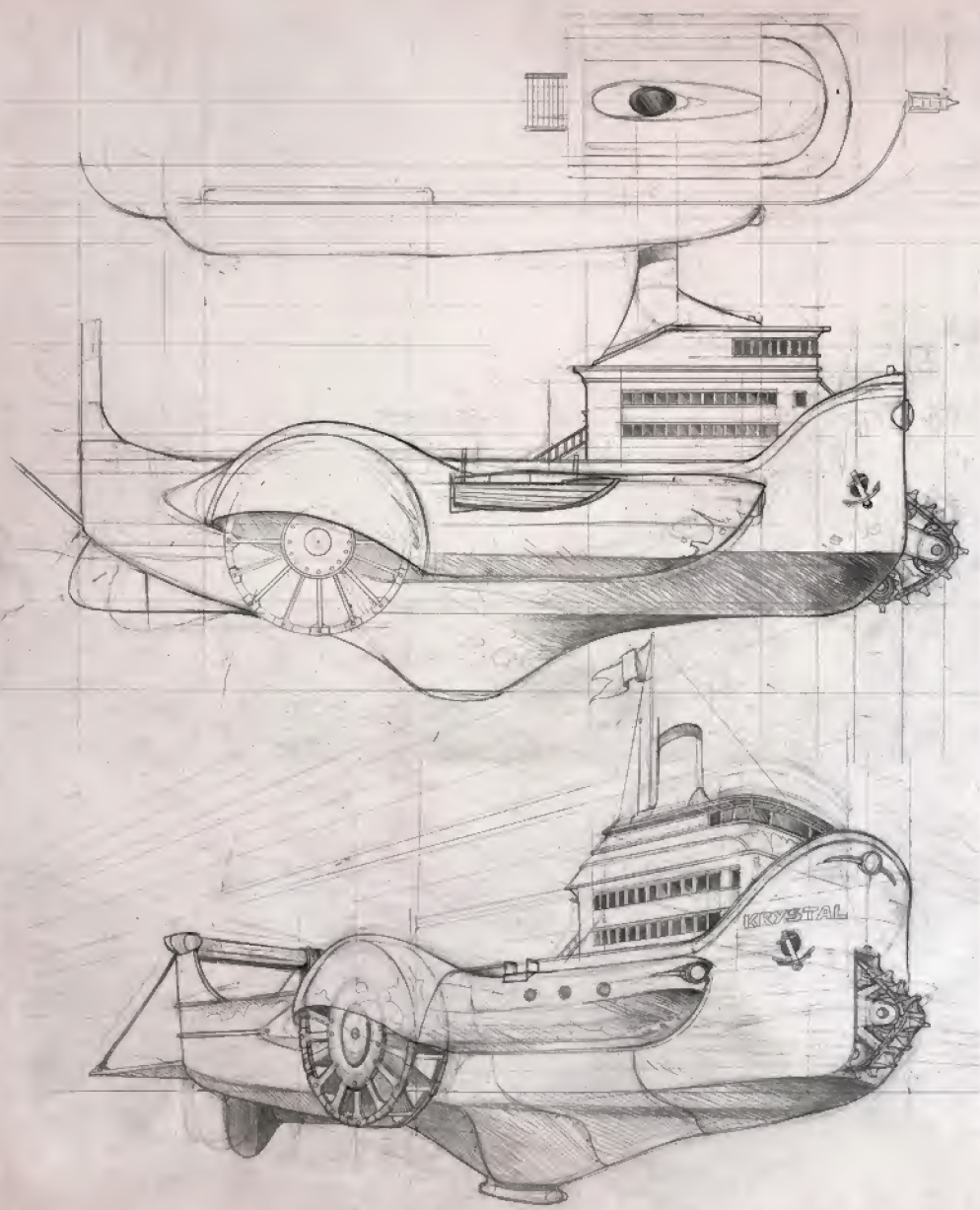
Environments

The Krystal

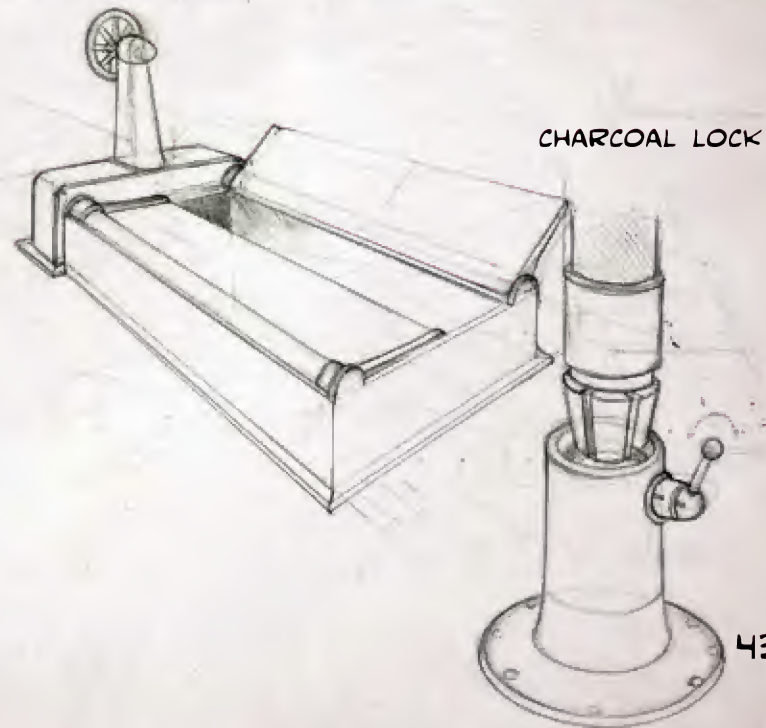


CONTROL PANEL*

*DRAWS BY AMANDA GOENGRICH



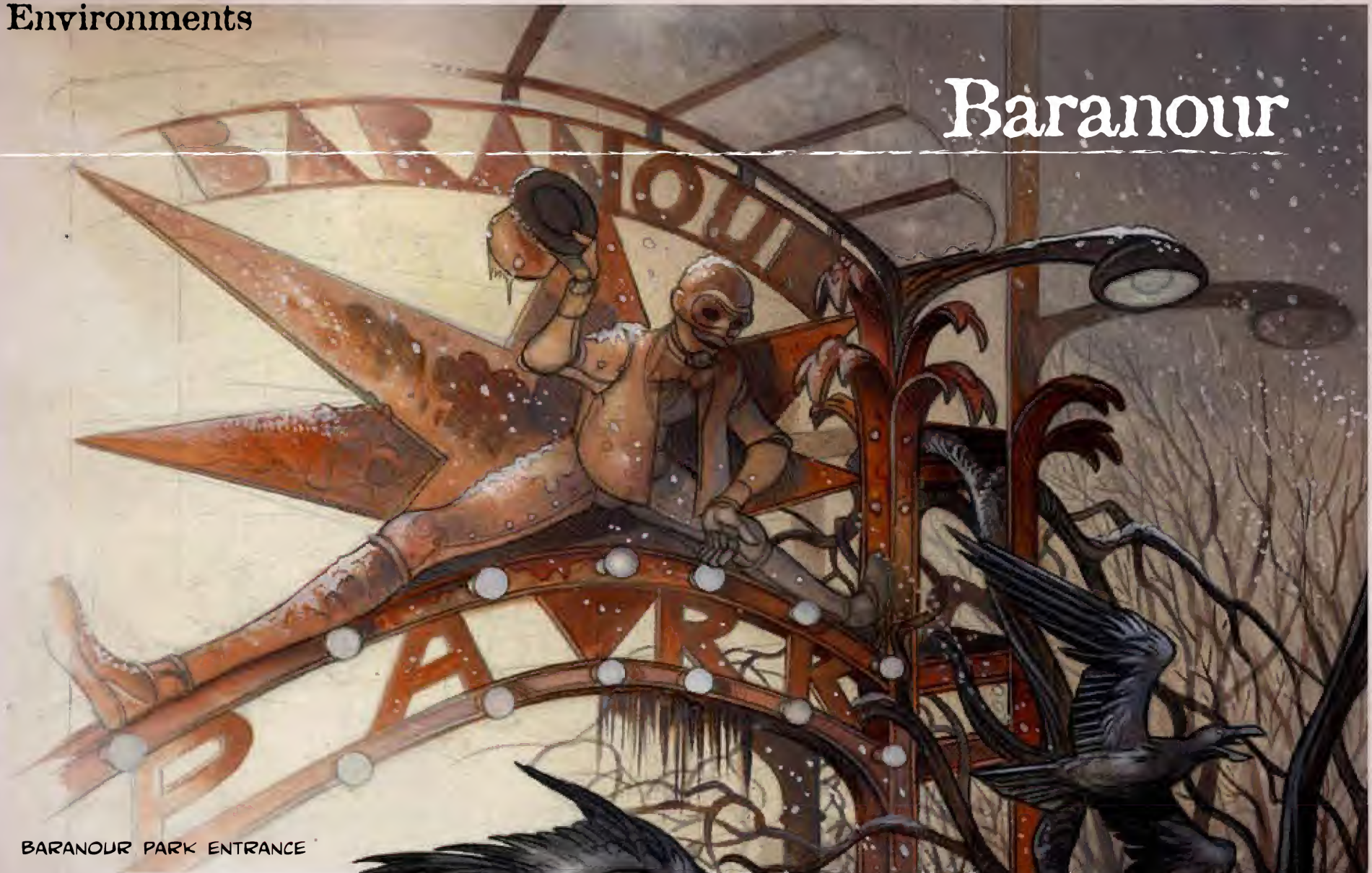
ENGINE ROOM*



CHARCOAL LOCK

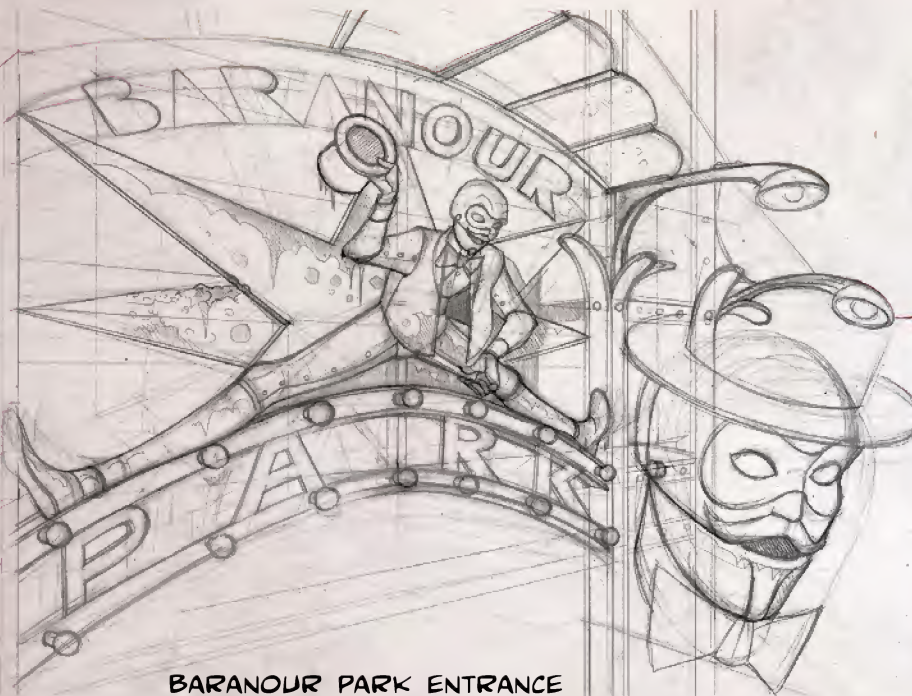
Baranour

BARANOUR PARK ENTRANCE

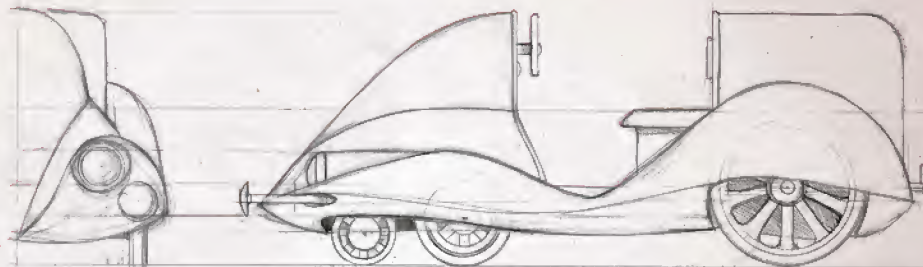




TRAIN ON THE PIER



BARANOUR PARK ENTRANCE





BARANOUR
★ PARK ★
ХАРТА ПАРКУ



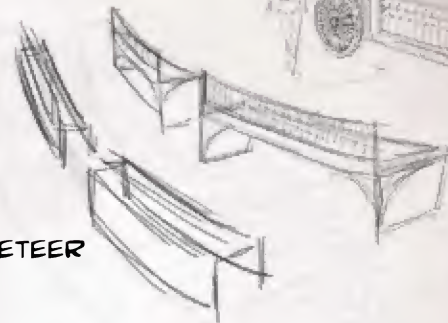
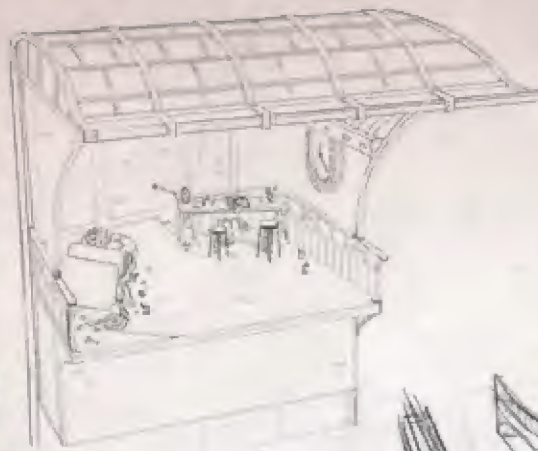
Environments



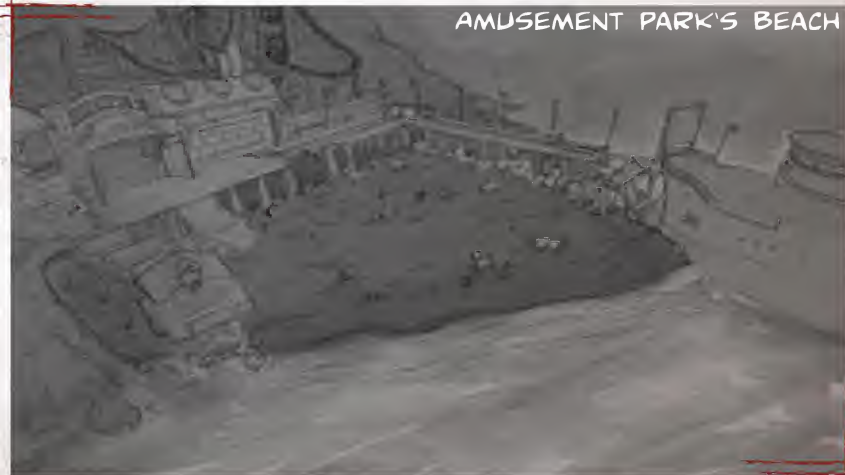
AMUSEMENT PARK



AMUSEMENT PARK
SUBWAY STATION



PUPPETEER



AMUSEMENT PARK'S BEACH

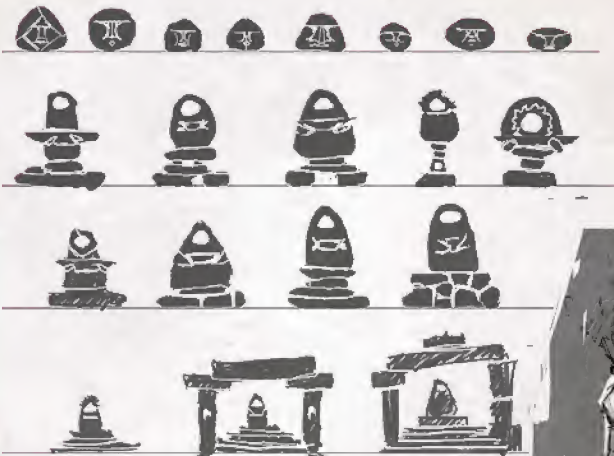
Environments



HISTORICAL CENTER



OLYMPIA



YOLKOL STATUE



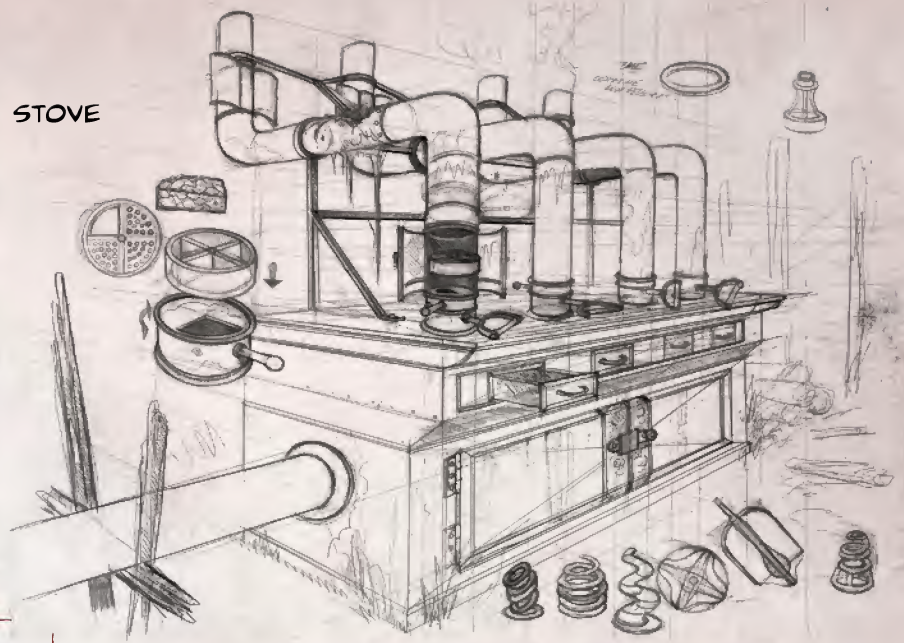
DRAWN BY AMANDA GOENGRICH

Environments



SUBWAY*

STOVE



SUBWAY*



OLYMPIA*

BALATÖM



PART 3

BIOGRAPHY

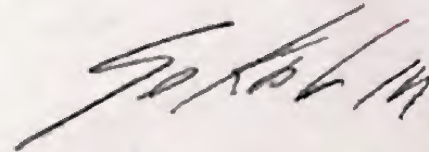
Benoit Sokal

From comic books to video games : A one-of-a-kind artist.

In 1978, Benoit Sokal began drawing for "À Suivre" magazine. It was at this time that he created the character of Inspector Canardo.

In 1996, he launched the video game project "**L'Amerzone**" published by Microïds. Benoît Sokal is one of the first cartoonists to design, implement and supervise the entire production of a video game. He then became artistic director of Microïds who published in 2002 his second video game, "**Syberia**". He was consecrated "Personality of the Year" at the Phenix Awards of video game 2002, "**Syberia**" was crowned "Best Adventure Game of the Year" in the United States in 2002. April 2004 was the release of "**Syberia II**", and it has been as successful as the first episode of the saga and raised the enthusiasm of fans around the world.

Since 2013, Benoit Sokal is dedicated to the writing and creation of the much awaited Syberia 3.





THE ART OF SYBERIA 3

Credits:

Artistic director and author: Benoit Sokal

Artists: Amanda Goengrich
Sebastien Bousquet

Co writer:..... Hugo Sokal

Co writer and game designer: Lucas Lagravette

Production manager: Romuald Letrotteur

Technical manager:..... Paul Cuisset

Lighting department: Julien Sabatier
Julien Schmitt

Marketing director: Eric Nguyen

Brand manager: Sophie Filip

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Printed and bound in China

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